Rule Book

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Expansion Disclaimer

The Forests of Adrimon Core box is required to play with much of the content that appears in this Expansion.

You'll find references to the FoA Core Rule book throughout this booklet.

These are the only items in this expansion that can be used in any other HEXplore It game:

- 3 HEXclusive Roles
- 6 HEXclusive Races
- 1 Rare Race
- 12 Traits

Dry Erasable Content

Several dry erase markers are included in the Core game. Please note that the following game components are laminated and can easily be erased: Role cards, Boss Cards, Traits, and Adrimon's Villain card.

Heroes

You'll find all new Roles and Races in this Expansion that can be used in any HEXplore It game. They are more powerful than their basic counterparts. Each Role has two types instead of one. For instance, the Wellspring Channeler is both a Striker and an Assist.

For more information on Roles and Races, see page 7 of the Core Rule book.

It is best not to group these Roles and Races with basic ones. If you play with one of these and a basic Role, the basic might feel under-powered in comparison.

Traits

Traits give heroes a distinguishing quality. Players may select a Trait or draw one at random for each hero at the beginning of the game. There are many possible ways to choose Traits. Consider making your own rules for selecting them to create a well-matched, or interestingly unbalanced, group, etc.

Each Trait typically gives a passive bonus that can affect your hero or your allies. Traits are stats and start with 0 ranks. To increase a Trait's rank, you must gain Trait Points (TP) which are rewarded by completing the Trait point requirement on the card. When the Trait has accrued enough TP, fill in one space in its hex ring and increase its rank by 1. Each Trait can be increased this way 6 times.

TP Requirement: This is the requirement your hero must meet in order to gain 1 TP. Each time you successfully fulfill the requirement, fill in one mark on the TP Meter. If you gain a rank increase from another source, do not fill in a slot on the TP Requirement meter. Many of these have a "per turn" limit, which means you can only gain up to the specified number each Game Turn.

TP Meter: This is the meter you'll use to record your progress in reaching a rank upgrade. In this example, you must meet the TP requirement three times in order to gain 1 rank upgrade.

Stealthy
1
2
3
+1 Explore
-1 Health
Avoid becoming targeted during a combat round. Limit 3 TP per turn.
Each time you roll target dice, you may choose to receive a -1 bonus to your target die for each rank in Stealthy. At rank 6, you may avoid a group attack once per combat.

Some Traits will pair better with certain Roles over others. You can always randomize your Trait choice, or wait until you have your Role and Race selected before choosing your Trait.

Trait Ability: This is the unique special ability your hero gains once you increase the rank to 1. Each Trait gains an additional bonus for reaching rank 6!

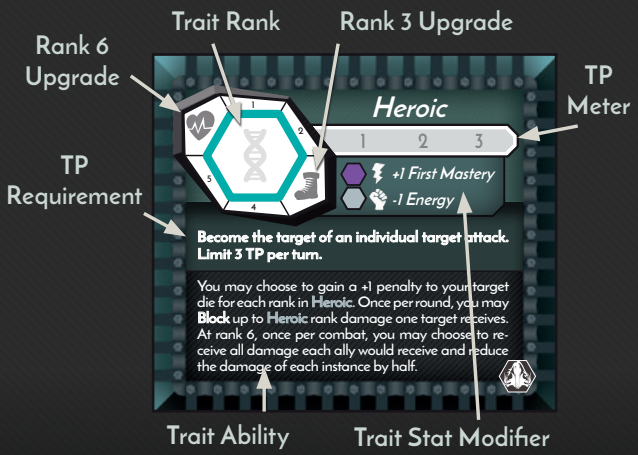
Trait Rank: This is the rank of your Trait. Traits can be increased up to a total of six times by meeting the TP Requirement, though you may increase the rank through other sources.

Trait Stat Modifier: Your hero will gain two stat modifiers at the beginning of the game when using Traits.

In this example, the hero would gain +1 First Mastery rank and -1 Energy rank. These modifiers can reduce a Rank to 0. If this occurs, you cannot use the Ability or Skill until it increases.

Rank 3 & 6 Upgrade: When your hero gains the 3rd and 6th Trait rank, you immediately gain +1 rank to the statistic shown in the slot. In this example, you would gain +1 Navigate at rank 3, and +1 Health at rank 6. These rank bonuses may only be gained once.

Check the Traits the rest of your party has, to help you create interesting synergies.


Rank 6 Upgrade
Trait Rank
Rank 3 Upgrade
TP Meter
TP Requirement
Heroic
1 2 3
+1 First Mastery
-1 Energy
Become the target of an individual target attack. Limit 3 TP per turn.
You may choose to gain a +1 penalty to your target die for each rank in Heroic. Once per round, you may Block up to Heroic rank damage one target receives. At rank 6, once per combat, you may choose to receive all damage each ally would receive and reduce the damage of each instance by half.
Trait Ability
Trait Stat Modifier

Legendary Cards

- Legendary cards are new additions to the game that provide special Allies and Items. Each Legendary card is obtainable in a slightly different way:

Gray Dragon Skull (Item): Defeat Mraka'kek (Level 1 Boss).
Highguard Armament (Item): Defeat the Highguard Captain (Level 5 Boss).
Widow's Fang (Item): Defeat Aranaea (Level 6 Boss).
Black Sickle (Item): Defeat Sarthowen (Level 8 Boss).
Power Core (Item): Defeat Hyperion (Level 8 Boss).
Pentimeny (Ally): Influence Elowen (Level 9 Boss).
The Mind Shard (Item): The first time a hero rolls all 3 hexes on their Skills during the Skill phase.

Ally Cards:

Ally cards are special non-player characters that join the group and offer bonuses while they adventure with them. Allies have both Health and Energy stats, 3 combat options available to them (like Encounters), and additional Abilities usable by any hero in the group. Like Escorts, they can become a target in the group and can die. Allies cannot be brought back to life unless otherwise stated. The Action Key, Vitals and action descriptions are similar to those on Encounter Cards.

Item Cards:

These item cards are special and have their own Abilities. Each of these items must always be possessed by one hero. There are no limits to the number of item cards a single hero may carry. Item cards may be traded to other members of the group as if they were items in their backpack.

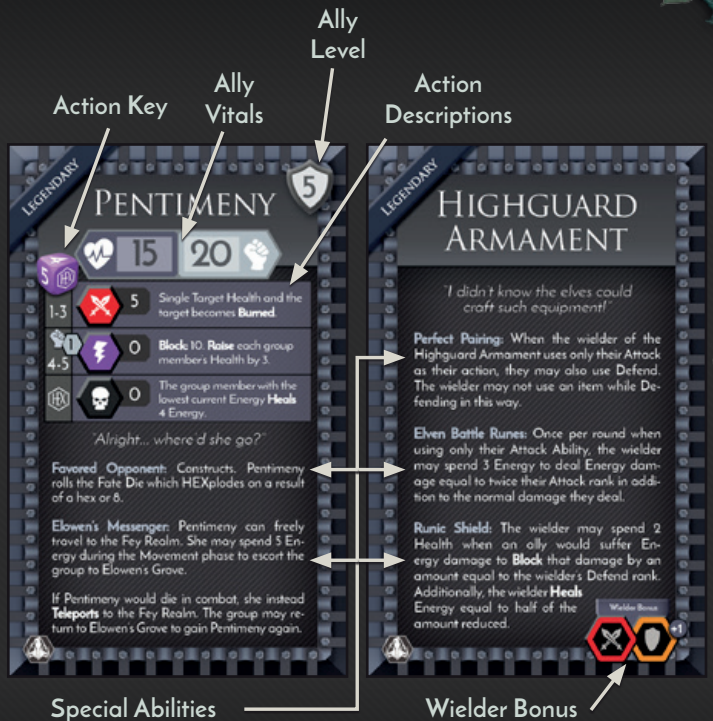
Ally Vitals: Ally cards only. These are the Ally's Health and Energy ranks.

Action Key: Ally cards only. Roll the action die and use the Action key to determine what your Ally does each combat round. If you roll an Energy Ability and your Ally is out of Energy, they will use their Attack action (at full power) instead. See page 49 of the Core Rule book for more information.

Action Descriptions: Ally cards only. These are the three combat options available to your Ally.

Special Abilities: Found on both Ally cards and Item cards. The Ally (or Hero in the case of items) uses these abilities.

Wielder Bonus: Item cards only. The Wielder bonus is a special rank increase that only the wielder gains. The wielder bonus is transferred if the item is passed to another hero.


Ally Level
Action Key
Ally Vitals
Action Descriptions
LEGENDARY
PENTIMENY
5
15
20
1-3
5
Single Target Health and the target becomes Burned.
4-5
0
Block 10. Raise each group member's Health by 3.
0
The group member with the lowest current Energy Heals 4 Energy.
"Alright... where'd she go?"
Favored Opponent: Constructs. Pentimeny rolls the Fate Die which HEXplodes on a result of a hex or 8.
Elowen's Messenger: Pentimeny can freely travel to the Fey Realm. She may spend 5 Energy during the Movement phase to escort the group to Elowens Grove.
If Pentimeny would die in combat, she instead Teleports to the Fey Realm. The group may return to Elowens Grove to gain Pentimeny again.
LEGENDARY
HIGHGUARD ARMAMENT
"I didn't know the elves could craft such equipment!"
Perfect Pairing: When the wielder of the Highguard Armament uses only their Attack as their action, they may also use Defend. The wielder may not use an item while Defending in this way.
Elven Battle Runes: Once per round when using only their Attack Ability, the wielder may spend 3 Energy to deal Energy damage equal to twice their Attack rank in addition to the normal damage they deal.
Runic Shield: The wielder may spend 2 Health when an ally would suffer Energy damage to Block that damage by an amount equal to the wielder's Defend rank. Additionally, the wielder Heals Energy equal to half of the amount reduced.
Wielder Bonus
+1
Special Abilities
Wielder Bonus

New Relics

There are four new Relics in this Expansion. These Relics affect the Magi differently than the basic six included in the Core box. Add these four new Relic cards to your Relic deck and shuffle all 10 Relic cards before play. For more information on Relics, see page 64 of the Core Rule book.

New Fragments

The new Relics require fewer Fragments to craft, as noted on each Fragment card. Add these seven new Fragment cards to your Fragment deck and shuffle all 25 Fragment cards before play. For more information on Fragments, see page 66 of the Core Rule book.

New Cards

There are several new cards included in this Expansion. Simply add these extra cards to their appropriate Forests of Adrimon Core Box decks. For more information on Circumstances, see page 32 of the Core Rule book. For more information on Destinations, see page 68 of the Core Rule book. For more information on Power Ups, see page 72 of the Core Rule book.

Elowen's Grove

Keeper Blessings

Some of Elowen's Keepers have the ability to bless the heroes with a powerful incantation. When the heroes arrive in a Keeper Destination, they may choose to Camp there in order to gain the Keeper Blessing. Each Keeper Blessing is obtainable only once per game. They remain with the group throughout the rest of the game, or until replaced by a new Keeper Blessing. Keeper Blessings stack with other similar effects.

Tyxk's Blessing:

The group may ignore 1 Fate Tracker increase gained from a Power Up card once per Game Turn. After you do, roll the Fate die once. If you roll a hex, you may ignore 1 more this Game Turn.

Alastrine's Blessing:

The group may roll the Fate die each combat round they attempt to damage a foe with a Soul Shield. The result is added to one attack that damages your opponent. This die may HEXplode.

Halivan's Blessing:

The group may roll the Fate die any combat round they attempt to Influence an opponent. The result is added to each Healing source that affects your opponent. This die may HEXplode.

Toot's Blessing:

Whenever a hero gains the first or second level of Starving, roll the Fate die. On an even result, you may ignore the negative effects (but you are still considered Starving).

New Grove Items

Elowen and her Keepers are ever vigilant. They have become impressed with the heroes and offers additional items to aid in their journey. The following pages contain items that can be obtained in Elowen's Grove, or through her Keepers.

Item	Barter	Description	Use
Reflecting Pool		The fey realm contains many wonders to behold. Elowen reverently ushers you to a reflecting pool of sacred water. If you toss an Infused Seed into its depths, you gain a glimpse of your future. Reveal the top card of each deck (excluding the Villain deck). Roll the Fate die. If the result is equal to or lower than the Fate Cycle, you may choose 1 revealed card to discard. If the result is a hex, you may choose any number of revealed cards to discard. This item may only be purchased and activated while in the Grove.	Once
Druidic Mortar		This mortar and pestle may be used to convert 1 Infused Seed into 2 Food, or 1 unit of Food into a mixture that **Heals:** 3 Energy. The group may only carry one.	Permanent
Grains of Disruption*	x2	These swift growing seeds can quickly entangle any foe. During the Declaration phase of combat while using a Defend action, grab a handful and toss them to the ground between you and your opponent. After the Declaration phase, roll a ten-sided die. If the result is greater than your opponent's Level, they lose their action and are entangled by the vines this round. You may use this item 3 times before the grains run out.	Once

Item	Barter	Description	Use
Starflower*	x2	This rare, blooming flower is vibrant and casts small motes of light all around it. Found only in the Fey Realm, it is regarded as a symbol of strength and hope. Once per Game Turn, it may be used to **Heal** Health equal to the number of Essence Vines the group carries. The **Heal** effects either the group, or one opponent, and its effect takes place after all damage is resolved at the end of a combat round. Additionally, whenever the heroes gain access to an Essence Vine while carrying the Starflower, they may attempt to Harvest 1 more. Only one available per game. *"A Stellar aura surrounds this beautiful Dahlia."*	Permanent
Horseman's Mask	x2	These masks are lifelike, yet somewhat ominous, replicas of horse heads, sized to wear like a helm. With some trepidation, you learn that one of Elowen's Keepers imbued the masks with transformative magic. Activating the Masks costs 1 Food per hero. Their use grants the party a -1 bonus to Survival rolls and increases the group's movement speed by 1 hex (includes Moving Cautiously). The Survival bonus persists until the end of the Game Turn. While under the Mask's effects, the party suffers no **Energy Drain** while using Moon Root. Only one available per game and it stacks with similar effects. *"Look at all the options. I claim the unicorn!"*	Permanent
Webmaster's Fate Turner	x3	The tangled webs on this dial's face are said to catch time itself. It is rumored that an elven priest crafted this intricate dial shortly after the Magi came to power. Elowen has failed to unlock its full magic, but she is willing to share its power with you. This item activates when the Fate Cycle would increase to diminish the effects of the Magi's mind magic. Roll the Fate die. If the result is less than or equal to the current Fate Cycle, you may choose for the Fate Cycle to not increase this turn and return the Fate Tracker to 1. This item has 3 charges and loses a charge each time it stalls the Fate Cycle. Only one available per game. *"If all goes well, we may be able to save more than one soul laced life tonight."*	Permanent

Item	Barter	Description	Use
Jarnhaan's Knuckles*		This Ironwood gauntlet bonds with its wearer, able to harden when they Defend. Its use costs 3 Energy and allows the wearer to Defend against both normal and **Piercing** damage, and **Reflects** the Defended total back to the attacker. The **Reflected** total is **Piercing**.	Permanent
Ceridwen's Cauldron	x2 +	Ceridwen's Cauldron is a mysterious, otherworldly relic whispered to have once belonged to a goddess. Its last owner was a vile hag who vowed to curse any who dared use it. A stalwart hero may use it to sacrifice any 1 potion, tonic, or elixir up to once per Game Turn. Roll the Fate die and add twice the item's Gold value to the result. For every 4 points of the resulting sum, the hero draws 1 random Race and gains that Racial Ability. Whenever a hero uses any of their newly gained Racial Abilities, roll a ten-side die. On a result of a hex, the hero becomes **Tethered**. Successive uses of the Cauldron cause the hero to discard previous bonus Races. Only one available per game.	Permanent
Umbra's Night Sky Flail	x2	When there is an open Nature Event in the Circumstance bar, you may choose to play it during the Movement phase of the Game Turn. This does not replace your Circumstance for the turn. Additionally, during the first round of combat, the group becomes untargetable by individual target attacks. While a Nature Event is in effect, each hero adds the opponent's Level to their Favored Opponent damage.	Permanent

*** This item may be used in Combat while using the Defend action.**

Look over the items available in the Grove and note your favorites before entering. It will help you collect the Essence you need in advance.

Exploring the Fey Realm

The following rules are presented as an optional way for your heroes to interact with and explore the Fey Realm. The heroes should decide whether to play with the rules presented on this page.

Moving through the Wylds of the Fey Realm: When you depart the Fey Realm HEXtile, choose whether to leave normally, or to explore the Wylds. If you choose to explore, you now treat the game board as if it were the Fey Realm. Move the group mini to the corresponding Portal. You may now freely travel the map to explore the Wylds.

While in the Wylds:

- Fey Sickness can overcome even the most stalwart hero. Each group member suffers 2 **Energy Drain** during the Movement phase of each Game Turn.
- Destinations may be completed while in the Fey Realm, and Fragments may be found there.
- Wayposts, Enthralled Cities, and Battle Sites do not exist in the Fey Realm. There is no Event phase on these locations (you cannot complete a Destination for these in the Wylds).
- The Wylds are teeming with elemental forces. Opponents with the **Magical Nature and Spirit** types are **Dangerous** in the Fey Realm.
- Only Magical Nature and Spirit type Bosses exist in the Wylds. Bosses of other types cannot be found.
- The Fate Cycle is treated as if it were 2 less for the heroes while they are in the Fey Realm.
- Nature's Essence is more plentiful here. After Harvesting Nature's Essence, gain 1 more unit.
- When rolling the Circumstance die, the group may adjust the result by 1.

Wyld Portals: Portal locations on the Game Board may now be used in one of two ways.

1. A Portal may be used to take you back to the Fey Realm HEXtile (that contains Elowen's Grove).
2. A Portal may be used to return the group to the Forests of Adrimon. Doing so ends the Movement phase.

BOSSES

New Bosses

There are four new Bosses in the Return to the Forests Expansion. Each Boss has its own unique trigger and/or spawn condition. For more information on Bosses, see page 34 and 51 of the Core Rule book.

The Noble (level 3)

This is the spirit of the man who became the Dead King. His fallen spirit lives on, tied to his terrible crown.

Trigger: The moment the heroes gain the last of the two Crown Fragments, the battle with the Noble triggers. If the heroes manage to defeat or Influence him, they gain the completed Relic as part of their reward. If the group flees the battle before you defeat him, you may travel to the corresponding Battle Site (if there is one) at their leisure to attempt to battle him again and gain the completed Relic.

Dual Boards: If you are playing a Dual Board game with both the Forests of Adrimon and the Valley of the Dead King, you gain this optional synergy: After you successfully Influence the Noble and gain his Crown, you gain the option to Influence the Dead King, and may choose to do so in the final combat instead of defeating him. The Dead King gains an Influence Vital pool equal to his Health and gains the following Influence ability:

If the heroes attempt to Influence the Dead King, Undead opponents deal 3 extra damage with each attack. Saving the Dead King: The Dead King's power diminishes, but before it does completely, he reverses his necromancy that has destroyed the land. The Valley is saved!

1 VALOR

The Highguard Captain (level 6)

Once a member of the Elven Highguard, this Captain now roams the vacant streets, searching for Adrimon's foes.

Trigger: Roll the Fate die after the group Searches for Gear while in an Enthralled City. If the result is a hex, the Highguard Captain appears to battle the group. Each time the group Searches for Gear, increase the result needed by 2 (a roll of a hex, 2, or 3 for the 2nd time, a roll of hex through 5 for the third, etc). If the group fled from combat with him, he hunts down the heroes, attacking them during their next Circumstance. If the heroes face an Encounter, they must defeat both opponents in one battle.

Hyperion's Token

Hyperion (level 8)

Hyperion is Adrimon's most fearsome construct. It is as tall as the walls of her Acropolis.

Trigger: Hyperion enters the game immediately after the Fate Cycle increases to 5. Place Hyperion's token (see page 34) at the center of the Acropolis. Each turn during the Villain phase, it moves toward the lowest Level Boss revealed on the game board at a speed of 3 hexes per turn. When it arrives on a Boss location, the Boss is defeated. Place a hex token on this location. Adrimon's Soul Shield increases by 10 times the Level of the Boss. It continues to move to additional Bosses until there are none remaining.

2nd Mastery Special: Hyperion's 2nd Mastery (Core Explosion) is a passive power that is automatically triggered when Hyperion's Health drops below half its maximum and it has enough Energy. This is a triggered Mastery that occurs at most once per combat.

Elowen (level 9)

Even Elowen, the mother of all dryads, and the protector of the realm of the fey cannot stand against Adrimon's power.

Trigger: When the Fate Cycle increases to 5 and every increase after, roll the Fate die and add the Fate Cycle. If the result is greater than 10, Elowen becomes corrupted. Elowen's Grove now becomes her Boss location.

The Fey Realm Changes: While Elowen is corrupted, the Fey Realm tile functions differently for the heroes. They may no longer select the Circumstance played, and automatically suffer 4 **Energy Drain** during the Movement phase of each Game Turn while they reside there.

Nature's Essence: The heroes cannot trade Nature's Essence for any item while Elowen is corrupted.

The Wylds: Your heroes may still travel through the Wylds if you choose to play with the optional rules presented on page 16.

If the heroes defeat Elowen: If the group defeats Elowen, they lose the ability to trade Nature's Essence at Elowen's Grove. The heroes may still trade Nature's Essence outside of Elowen's Grove (at Way-posts, or through her Keepers for instance).

These Bosses might cause your strategies to adjust, so take a good look at the triggers!

MAGI: ONE vs. ALL

Magi: One vs. All Play style

The following rules detail the process for one player playing as Adrimon against the rest of the players playing as the heroes. It is best to play this style only after playing a normal Forests of Adrimon game.

You'll use your dry erase marker to record all of her stats on Adrimon's card. Each turn during the Magi phase, you'll act on the villain's behalf, making the game more difficult for the heroes. This game style is not meant for everyone. For groups who love a good story and don't mind playing a slightly longer game, this style may be for you.

We have built the One vs. All style to give the players more flavor from the villain's perspective. We encourage you to consider all players as winners at the end of the game, no matter who achieves victory. The game is after all, an evolving story, with all participants taking a part in its unfolding.

The player acting as Adrimon needs to pay close attention to the following pages, but the rest of the players may also take a look to see what troubles await them in the future.

Adrimon's Villain Mat

The Villain Mat Explained

Abilities

Adrimon has three Abilities and a ten-sided die for each, matching each color. The three Abilities are a measure of her power, and can grow as the game unfolds. You will begin the game with a rank of 1 for each.

Might (red): A measure of her physical power. Might is a passive Ability which increases her power for the final combat.

Supremacy (gray): Supremacy is a measure of Adrimon's power over her Sentinels. Like a hero's Masteries, this power requires the expenditure of Energy to function.

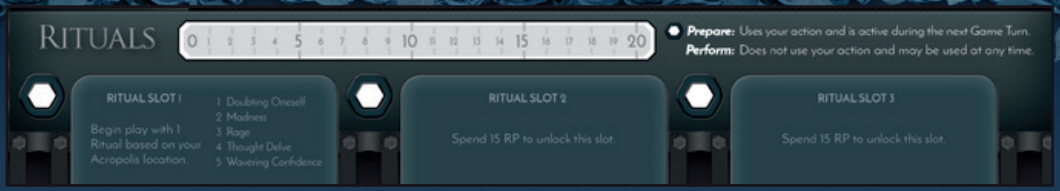
Prowess (black): Prowess is a measure of Adrimon's ability to use her Soul Shields. Like a hero's Masteries, this power requires the expenditure of Energy to function.

Vitals*

Soul Shield (black): This is Adrimon's Soul Shield value. It is used during the final combat with the heroes and begins at a value of 120.

Energy (gray): This is Adrimon's Energy value. It is used during the game to activate her Supremacy and Prowess, to power several additional effects, and during the final combat and begins at a value of 120.

*Adrimon's **Raised** Vitals are permanently increased (and not temporary).


RITUALS
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
Prepare: Uses your action and is active during the next Game Turn.
Perform: Does not use your action and may be used at any time.
RITUAL SLOT 1
Begin play with 1 Ritual based on your Acropolis location.
1 Doubting Oneself
2 Madness
3 Rage
4 Thought Delve
5 Wavering Confidence
RITUAL SLOT 2
Spend 15 RP to unlock this slot.
RITUAL SLOT 3
Spend 15 RP to unlock this slot.

Rituals

Ritual Bar: Ritual Points (RP) are recorded on the Ritual Bar. Draw a horizontal line as you gain and lose RP. You begin the game with 0 RP.

Ritual Slots: These are the Rituals you may use. One slot is open at the beginning of the game. Spending 15 RP can unlock another Ritual slot, up to three total.

Prepared Ritual Dots: These three dots are used to remind you you've prepared a Ritual for use next Game Turn. Either fill in the dot with your marker, or place an extra die on this spot when you've prepared a Ritual. Next turn, you'll want to remember which Rituals you've prepared.

Prepare/Perform Key: This key is useful to help remind you how the Ritual system works. For more information on Preparing/Performing Rituals, see page 41.

Ranks

Like the heroes, your Ranks are the numbers you'll record inside each stat (Abilities and Vitals) on your Villain card. Each Rank evolves as the game progresses.

Fate Tracker

This is a replica of the Fate Tracker that exists on the Battle Mat. At the beginning of the game, choose one of the two Fate Trackers to record the Fate Tracker and Fate Cycle increases.

The Fate Tracker is not a stat and cannot be upgraded by Discarding cards.

For more information on the Fate Tracker, see page 35 of the Core Rule book.

Deck Immunity

Adrimon's Villain deck may not be looked at, rearranged, modified, or discarded by the heroes.

Die Immunity

The heroes may not effect Adrimon's die rolls outside the final combat.

Reward Table

Like the heroes, you will gain access to your own rewards. The Reward table appears on the back of your Villain card. When a game effect has you roll on your Reward table, you'll roll a ten-sided die and immediately gain the reward shown.

Reward Table Graphic

The Magi Phase Overview

Reward Table

The Magi Phase
1 Increase the Fate Tracker
• The Fate Tracker increases by 1 at the start of the Magi Phase.
2 Roll your Abilities
• You'll gain Ritual Points if you succeed.
• 1 point for every success.
• 3 points for every Critical Success.
3 Draw a Card
4 Sentinel Resolutions
• Place any new Sentinels that appear, and then move all of them.
5 Make an Action
• Choose one of the following 3 actions to perform:
1) Spend Ritual Points to play any number of your Rituals.
2) Spend Energy to use either Supremacy or Prowess (not both).
3) Make no action and gain 1 Ritual Point.
6 Discard any Cards
• Choose to discard any of your cards in order to gain 1 Rank increase.
• You may have a maximum hand size of 10 cards.
Next Game Turn
EXPLORE IT
Reward Table
Increase the Fate Tracker by 2
2 Draw 1 Magi card
3 +1 Might rank
4 +1 Supremacy rank
5 +1 Prowess rank
6 +5 Ritual Points
7 Discard 1 of the 6 Circumstances
8 Raise 2 Soul Shield per hero
9 Raise 20 Energy
10 Increase the Fate Tracker by 1

You'll use your dry erase marker to record all of your Villain stats on the front of the Villain mat. Unlike the heroes, you'll use both the front and the back.

Phase Overview

This helpful graphic outlines the sequence of actions you'll make each Game Turn.

Villain Upgrade Rings

- There is a ring of numbers around the outside of each stat on Adrimon's Villain card. These values indicate the number of cards that must be discarded from her hand in order to gain an Upgrade.
- Discarding cards takes place at the end of the Magi's phase (see page 38).
- You must Discard all cards in the same turn in order to gain the Upgrade.
- Starting at the top most edge, each increase may become more costly, moving clockwise around the ring (counter clockwise for Soul Shield). For instance, in the example below, the first Upgrade would require 1 card discarded from her hand, then another 2 cards for the next, and so on.
- Adrimon may only gain a total of 6 Upgrades for each stat.

Ability Upgrades

When you choose to discard cards from your hand in order to gain an Ability Upgrade, shade in the Upgrade slot marking its use and increase the rank of your Ability by 1.

When you increase an Ability upgrade 3 times and again at 6 times, you may choose to roll a ten-sided die to attempt to increase the Game Difficulty. If the roll is less than or equal to your Ability rank, increase the Game Difficulty by 1.

Vital upgrades

Vital upgrades work a little differently than Ability upgrades.

When you choose to discard cards from your hand in order to gain a Vital Upgrade, shade in the upgrade slot marking its use, then roll the Fate die the number of times you've upgraded that Vital and add the Fate Cycle to the result of each roll. Then, **Raise** that Vital by the result.

This die does not HEXplode, but a result of a hex is equal to 8!

Example: If the Fate Cycle is currently 4, and Adrimon has upgraded her Soul Shield once already, she is upgrading a second time by discarding 2 cards. She rolls the Fate die 2 times (the number of times she's upgraded), adding 4 (the Fate Cycle) to each total. She rolls a hex and 4. The resulting totals are 8+4 (12), 4+4 (8). The total result is 12+8 = 20. Finally, she increases her Soul Shield by 20.

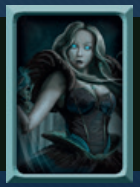
Energy Upgrade Bonus: In addition to gaining extra Energy, whenever you gain an Energy upgrade, you also gain 1 roll on your Reward Table, which appears on the back of your Villain card.

Game Setup

There are a few changes to Game Setup when you're playing the One vs. All play style. See page 14 of the Core Rule book and note these adaptations:

- Before play, the heroes place the four map quadrants (pieces A-D).
- The Magi rolls the six-sided die to determine the location of her Acropolis. Reroll a result of a hex. Center the Acropolis miniature over the corresponding Enthralled City.
- The player playing as Adrimon should take the following items and set them nearby: Adrimon's Villain card, a dry erase marker, three ten-sided dice (red, gray, and black), Adrimon's tokens (see page 32), and the Magi card deck.
- Record your Ability ranks and Vital ranks (see page 24), and then roll for your Augmentation and Ritual (see page 30).
- Draw a number of cards from your deck based on the number of heroes in the game. Keep your hand of cards secret from the other heroes.

The player playing as the Magi should have the items shown here at the start of the game.



Initial Augmentations

- Before the game begins, while the heroes are rolling their starting location and gathering their initial loot, you'll gain augmentations of your own.
- Adrimon rolls 1 ten-sided die for every 2 heroes in play (rounded up). Consult the following table for your augmentations:

# of Heroes	Initial Rolls
1-2	1
3-4	2
5-6	3

Initial Augmentations

HX	Roll the Fate die and consult the Epic Augmentations table to the right.
2	+1 Might rank
3	+1 Supremacy rank
4	+1 Prowess rank
5	Begin the game with 5 Ritual Points
6	**Raise** 2 Soul Shield per hero
7	**Raise** 20 Energy
8	Begin the game with 1 extra Magi card
9	Increase the Fate Tracker by 2
10	Begin the game with 1 Sentinel in play. May only be gained once. Reroll any additional rolls of 10.

Epic Augmentations

HX	Pick One: +3 Might, Supremacy, or Prowess rank
2	+2 Might rank
3	+2 Supremacy rank
4	+2 Prowess rank
5	Begin the game with 10 Ritual Points
6	**Raise** 5 Soul Shield per hero
7	**Raise** 60 Energy
8	Begin the game with 2 extra Magi cards

Acropolis Location & Initial Ritual

- You'll gain your first Ritual based on the city that your Acropolis resides on (see page 23 of the core rulebook).
- Locate this card in your deck and place it immediately on top of the first open Ritual Slot. Then, reshuffle your deck in order to prepare for the start of the game.

Acropolis Location		Initial Ritual
1	Elashor	Doubting Oneself
2	Myrin	Madness
3	Connak	Rage
4	Darcassan	Thought Delve
5	Keletheryl	Wavering Confidence

Draw Initial Cards

- Before the game begins, draw cards from the Magi deck based on the number of heroes in the game.

# of heroes in play	Initial Cards Drawn
1-2	3
3-4	4
5+	5

VILLAIN
ABILITIES
ADRIMON
"ALL SHALL KNOW THE PEACE I BRI
Fate Spool
Renewed Orders
Adrimon's Blessing
RITUALS
RITUAL
WAVERING CONFIDENCE
3
Prepare: When any hero Critically Fails a Skill roll, that hero immediately suffers Piercing Energy Drain equal to 1 plus the Fate Cycle.
Perform (Any Phase): Spend 5 RP to trigger the above effect on a single hero, regardless of
RITUAL SLOT 5
Spend 15 RP to unlock this slot

Adrimon's Tokens

These tokens are only used in the Magi One vs. All game.

Sentinel Token: These tokens represent Adrimon's Sentinels. You may only ever have up to 4 of these Sentinels in play at any time. These tokens appear in the Forests of Adrimon Core box.

Adrimon's Blessing: These tokens are placed on Circumstance cards when you use your Prowess Ability "Adrimon's Blessing". There are 11 tokens.

Mraka'kek: Adrimon may gain control over Mraka'kek. Gain this token after you complete the Challenge on the Might card associated with it.

The Elder Owlbear: Adrimon may gain control of the Elder Owlbear. Gain this token when you unlock the Ritual named "The Elder Owlbear".

The Tormented Treants: Adrimon may gain control of the Tormented Treants. Gain this token when you unlock the Ritual named "The Tormented Treants".

The Spiderkin Prince: Adrimon may gain control of the Spiderkin Prince. Gain this token when you unlock the Ritual named "The Spiderkin Prince".

Hyperion: Hyperion is Adrimon's most powerful Sentinel. It appears on the board after the Fate Cycle increases to 5.

THE MAGI PHASE

The Magi Phase Overview

1

Increase the Fate Tracker

- The Fate Tracker increases by 1 at the start of the Magi Phase.

2

Roll your Abilities

- You'll gain Ritual Points (RP) if you succeed.

3

Draw a Card from your Deck

- Keep your hand of cards secret from the heroes.

4

Sentinel Resolutions

- Place any new Sentinels that appear, and then move all of them.

5

Make an Action

- Choose one of the following three actions to perform:
    1) Spend Ritual Points to play any number of your active Rituals.
    2) Spend Energy to use either Supremacy or Prowess (not both).
    3) Take no action and gain 1 Ritual Point (RP).

6

Discard any Cards

- Choose to discard any of your cards in order to gain 1 rank increase (only once per Game Turn).
- You may have a maximum hand size of 10 cards.

Next Game Turn

1 Increase the Fate Tracker

- Each Game Turn the Fate Tracker increases by 1 during this phase.
- After each 6th increase, the Fate Cycle increases by 1 and the Tracker resets to 0 turns (erase the outer ring).
- Anything affected by a Fate Tracker increase takes effect immediately.
- For more information on the Fate Tracker, see page 35 in the Core Rule book.

2 Roll your Abilities

- Roll all three Ability dice. If each roll result is less than or equal to your matching Ability rank, the roll is successful and is worth 1 Ritual Point (for more info on RP, see page 32).
- A roll of a hex is a result of 1 and is a Critical Success. A Critical Success always succeeds and is worth 3 Ritual Points.
- Starting at rank 12, and every rank thereafter, the Critical Success range increases by one (a hex or 2 at rank 12, a hex through 3 for rank 13, a hex through 4 for rank 14, etc).
- A roll of 10 always fails and is a Critical Failure.
- A failed roll is worth no Ritual Points.

Ritual Points (RP)

Add any of your accrued Ritual Points to your Ritual Point bar. Ritual Points are used to power your Rituals during your Action phase.

- Add and/or subtract your accumulated RP on your Ritual Bar.
- RP may only be gained during the Ability phase of your turn, unless otherwise stated.
- RP may never exceed 20.
- For more information on spending your RP to power Rituals, see page 43.

3 Draw a Card

- Draw 1 additional card from the Magi deck and add it to your hand of cards.
- Your cards should be kept secret from the heroes, but you must reveal and read them out loud when you play them.

4 Sentinel Resolutions

- Sentinels no longer spawn when the Fate Cycle increases (Hyperion is an exception). Instead, you will use your Renewed Orders Ability to create Sentinels.
- During this phase, place any new Sentinel tokens, then move all Sentinels on the board.
- Only 1 Sentinel may be on any hex at a time.
- Each Sentinel moves at a speed of 3 hexes per Game Turn, may move across any terrain type, may reveal new HEXtiles, and may initiate combat with the heroes.
- Sentinels may also be used to complete Ambitions (see page 44).
- You may have up to 4 normal Sentinels in play at any time.

Unique Sentinels

Though you may only have up to 4 normal Sentinels in play using your Renewed Orders Ability, there are a few ways to obtain additional, Unique Sentinels. You'll find three of your Rituals and one Ambition grant the ability to create them. These Sentinels do not count against your Sentinel limit, but are treated as Sentinels for all other purposes.

Hyperion

When Hyperion arrives on the board, you gain him as a Unique Sentinel, but he is so well programmed that even you cannot gain complete control of him. Hyperion acts as per the rules defined on page 19, until he has increased your Soul Shield a total of 3 times. Afterwards, you gain complete control of Hyperion. He may still be used to increase your Soul Shield as per the rules presented on page 19.

Battling Sentinels

When a Sentinel attacks (or is attacked by) the heroes, you'll use the applicable card to manage the combat sequence. For instance, if your Sentinel is the Tormented Treants, you'll use the Tormented Treant's Encounter card to determine the Sentinel's Abilities and Vitals.

5 Make an Action

- Choose one of the following three options as your action for the turn:

1. Spend Ritual Points to Play any Rituals: You may choose to spend any number of RP to play any or all of your active Rituals. Ritual effects take place at different times based on how you use them. For more information on Rituals, see page 41.

2. Spend Energy to use Supremacy or Prowess: You may choose to spend Energy in order to perform either Supremacy or Prowess. You may only choose one or the other, not both.

3. Gain 1 RP: If you don't use your Abilities or spend RP on Rituals, you instead gain 1 RP.

6 Discard any Cards

- You may choose to discard any of your cards in this phase to increase one of your Villain Upgrade rings by 1 (see page 27). You may only increase one stat per turn through discarding.
- You may only have up to 10 cards in your hand at the end of your turn. If you still have more than 10 cards at the end of this phase, discard down until you have 10 cards.

The Magi's Cards

Anytime Cards

- Unless otherwise specified, Anytime cards may be played at any time during the Game Turn, and usually are played after certain triggers occur in the game.

Fate Cycle Cards

- Fate cycle cards contain the Fate Cycle icon with a number inside it, in the lower right hand corner of the card.
- Unless otherwise specified, they may be played at any time during the Game Turn, so long as the Fate Cycle is equal to or greater than the card's requirement.

As the player acting as Adrimon, you should try to identify the key triggers that will allow the cards to take effect and look out for those moments. It is easy to get distracted with what the heroes are doing, so watch for those triggers!

ANYTIME
SAFE PASSAGE
Play this card after the heroes Move Cautiously
TO THE PEOPLE
It is time to reach out to the Wayposts, touching the minds of those within.
The Wayposts are treated as Enthralled Cities until the Fate Cycle increases. If there are any Incursions on the board when the Fate Cycle increases, those Wayposts fall.
'My, my, there aren't many of you left, are there? Sleep now and dream of me.'
2
Fate Cycle Requirement

Rituals

- Rituals are special cards that grant new abilities.
- Rituals are either **Prepared** or **Performed** (see page 42), by spending RP during the action phase.
- A Ritual card may only be played while on an active Ritual Slot. It may not be played from your hand of cards.

RP Cost
RITUAL
4
MEMORY WIPE
Perform (Magi Phase): When a Sentinel ends movement on a Destination location, remove the token and flip the corresponding Destination face down.
Heroes may not complete face-down Destinations. The heroes may remember the Destination by visiting a Waypost: one face down Destination on each Relic slot is turned face up instead of drawing a new Destination.
New Destinations may still be drawn on each Relic without a face-down Destination.

Ritual Slots

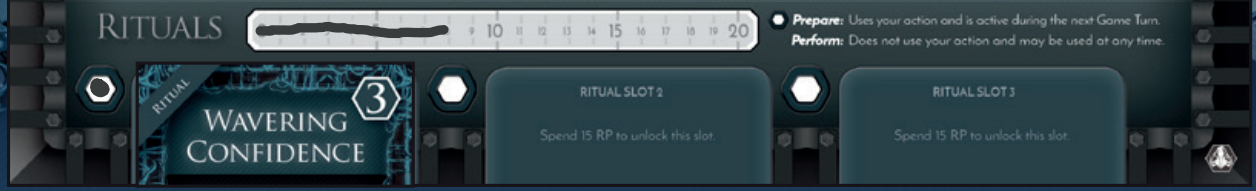
You begin the game with 1 active Ritual slot, and 1 Ritual card in play. At any point during the Magi phase, you may spend 15 RP to activate another Ritual slot. When you activate a new Ritual slot, you must play a Ritual from your hand onto that slot. Adrimon may only ever have up to 3 Rituals in play at any time.

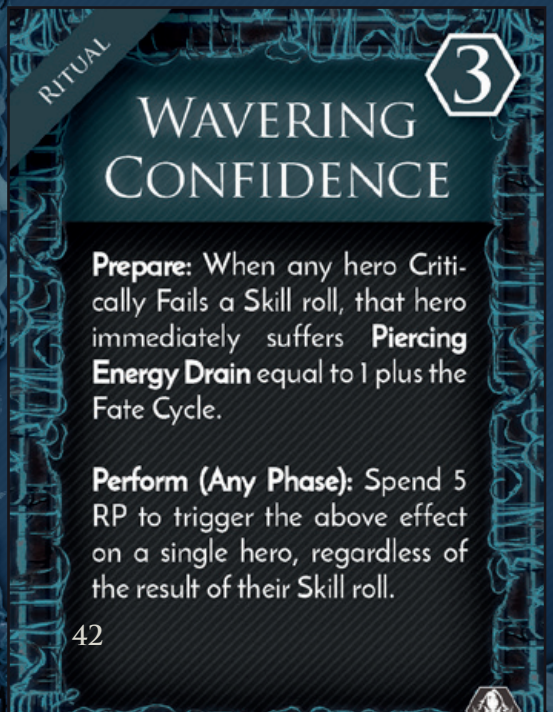
Replacing a Ritual Card

At any point during the Magi phase, you may spend 10 RP to replace a Ritual card in an active Ritual slot with a new Ritual card from your hand. Ritual cards removed in this way are removed from the game.

Ritual Cost

You must spend RP to use your Rituals. The RP cost is located in the upper right corner of each Ritual.


Rituals
9 10 11 12 13 14 15 16 17 18 19 20
Prepare: Uses your action and is active during the next Game Turn.
Perform: Does not use your action and may be used at any time.
Ritual
3
Wavering Confidence
Ritual Slot 2
Spend 15 RP to unlock this slot.
Ritual Slot 3
Spend 15 RP to unlock this slot.


Ritual
3
Wavering Confidence
Prepare: When any hero Critically Fails a Skill roll, that hero immediately suffers Piercing Energy Drain equal to 1 plus the Fate Cycle.
Perform (Any Phase): Spend 5 RP to trigger the above effect on a single hero, regardless of the result of their Skill roll.

Perform / Prepare

Rituals are either **Prepared** or **Performed**.

Prepared Ritual costs are paid for the Game Turn before the effect occurs. Therefore you must spend an action readying a **Prepare** Ritual.

Rituals that may be **Performed** do not require time to set up, and thus take effect during the game phase as specified on the card. Some Rituals may contain both keywords, while others allow only one or the other.

Prepare: These effects are paid for during the Magi Phase and take effect the Game Turn following. Fill in your Prepare dot after you pay the RP cost. You'll erase the dot at the end of your next turn, unless you Prepare it again.

Perform (Game Phase): These effects are paid for at any point during the phase(s) in parenthesis, take effect immediately, and only affect that game phase.

Ritual Example

Adrimon has 8 RP and is playing the Wavering Confidence Ritual by Preparing it during her Action phase. She marks the Prepare dot to show the Ritual has been activated.

This is her only Ritual, and thus she won't be playing any others as part of her action this turn. She pays 3 RP from her pool, reducing her RP to 5. For the duration of the next Game Turn, the heroes will suffer damage whenever they Critically Fail a Skill roll.

Next turn, the heroes take their action and move to a Destination that requires 3 Skill rolls. The heroes are lucky and manage to avoid a Critical Failure, so Adrimon decides to use the Ritual's Perform ability during the hero's Event phase. She pays 4 RP from her pool, reducing her RP to 1, and chooses one of the heroes to receive the Piercing Energy Drain.

Ambitions

- Ambitions function like Destinations, but unlike Destinations, are kept hidden from the heroes.
- Ambition cards reveal a location on the map. Note that they have Ability dice icons across the top of each card.
- Send a Sentinel to an Ambition location to attempt to resolve it.
- When the Sentinel arrives on an Ambition location, roll the corresponding die and compare it to the rank of that Ability. If the roll is successful, increase the associated Ability rank by 1.
- If the result is unsuccessful, Adrimon's Sentinel may attempt again in subsequent turns.
- Successful Ambition rolls do not provide Adrimon with RP.
- Once an Ambition is completed, the card is discarded. No other benefit is gained from discarding it.

Ambition Locations

Each Ambition designates a location you must send a Sentinel to. Consult the graphic in the upper right corner of each Ambition card to find the location. If an Ambition location is not revealed on the map, your Sentinels will have to search for it, by revealing new HEXtiles (see page 16 of the Core Rule book).

Ambition Type
Ambition Location
MIGHT
A resistance to your power is sprouting in the forest. Elowen has opened portals into her realm for would-be heroes. These gates provide a sanctuary against your power.

Ambition types

There are several types of Ambition cards and they each relate to your Abilities:

Single Ability: These Ambitions are tied to one of your Abilities: Might, Supremacy, or Prowess.

Any Ability: Any type Ambitions are tied to a single Ability of your choice. Declare a single Ability when you attempt to complete an Any type Ambition. Once you assign an Ability to an Any type Ambition, you may not choose another. Only the Ability chosen to complete the Ambition will receive the rank increase.

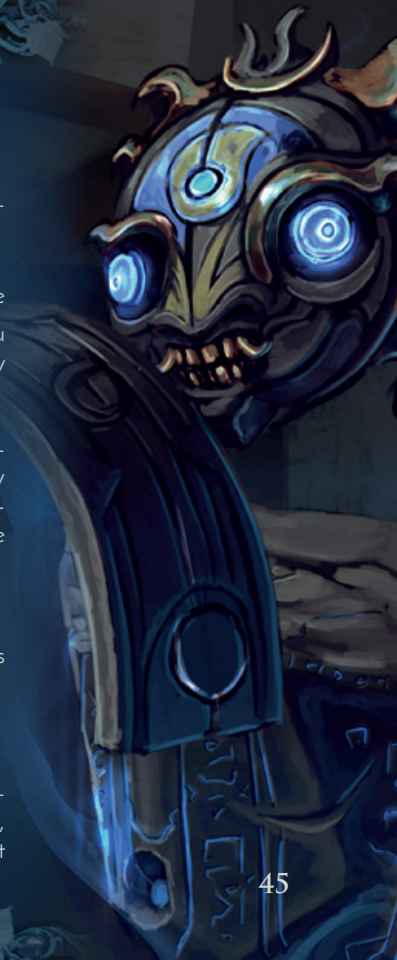
All Abilities: You must roll (and succeed on) all Abilities when attempting to complete an All type Ambition. Successful Ability rolls achieved on one turn may be carried over into a new Game Turn. If this occurs, you only need to succeed on the rolls you failed. All Abilities receive a rank increase for this type of Ambition.

Ambitions across multiple turns

You may try failed Ambitions again next Game Turn. Each time your Sentinel attempts an Ambition they previously failed, you gain a -2 bonus to your Ability roll(s).

Energy Usage

Some Abilities and Ambitions require the expenditure of Energy to function. Reduce Adrimon's Energy by the specified amount when you attempt to complete the Ability, Ambition, or Challenge. If you do not have enough Energy to perform the desired action, you cannot do it.



Critical Success bonus

Some Ambitions also grant Critical Success bonuses. If you roll a Critical Success (see page 35) while attempting one of these Ambitions, you'll earn the bonus reward shown on the card. There are six types:

- **Raise:** 2 Soul Shield per hero.
- **Raise:** 5 Energy per hero.
- Gain 2 Ritual Points.
- Immediately draw another Magi card.
- Advance the Fate Tracker by 1.
- Roll once on your Reward Table.

SUPREMACY
You've sent a group of mindwiped to an old abandoned village to scavenge materials for your army of Sentinels. Unstable buildings have collapsed and left them trapped, stalling collection efforts. Send a Sentinel to the site and attempt a Supremacy roll, only the strength of your Sentinel may clear the rubble.
Challenge: Roll the six-sided die. Leave your Sentinel on this location for a number of turns equal to half the result. If you do, the next Sentinel the heroes face has the hex Sentinel Ability.
Critical Success
+1 Fate Tracker
+2 per hero
token on the location.

Critical Success Bonus

Challenges

Some Ambitions offer an extra bonus for doing more than what is required to complete it. Challenges are written under the normal Ambition requirement. You may only attempt to complete a Challenge after you successfully complete the Ambition. You can wait to read a Challenge out loud to the heroes until you attempt to complete the Challenge.

You may choose to ignore the Challenge and gain the Ability rank increase. However, if you do attempt a Challenge, you may not claim the rank increase until after you've completed (or failed) it.

The End Battle

The End Battle

- The heroes may initiate the end battle with Adrimon at any time, as per normal rules.
- After the Fate Cycle increases to 10, at any point during the Magi phase, the player controlling Adrimon may choose to **Teleport** to the heroes in order to initiate the end battle.
- The player controlling Adrimon rolls the action die each round to determine her action.
- If the heroes wield 3 or more Relics, you may adjust the final result of your action roll by 1 (this takes place after any heroes adjust it). You may not alter the result to take the same action two turns in a row, but you may take the same action two turns in a row if you roll it naturally.

Fleeing from Combat

Any hero who successfully flees combat with Adrimon treats their highest ranked Skill as being lower than the Fate Cycle until the end of the game. Adrimon has marked this hero!

Adrimon may not flee from combat.

Game Options

Valor Score

- A point of Valor is awarded when specific milestones are achieved while playing any HEXplore It game. Valor is not unique to the Forests of Adrimon Expansion.
- For more information on how Valor works, see page 74 of the Core Rule book.

Gaining Valor

Here are the additional ways you can earn Valor while playing the Forests of Adrimon Expansion. Mark the check box and adjust your Valor score on the bar below when you complete one of these objectives.

Influence Elowen ☐

Defeat or Influence all 14 Forest of Adrimon Bosses (does not have to be in one game) ☐

Core Game									
1	2	3	4	5	6	7	8	9	10

Expansion			
3	6	8	9

Influence the Noble, then Influence the Dead King (requires FoA + VotDK Dual Game) ☐

Defeat Adrimon in a 1 vs. All game, twice. ☐ ☐

1	2	3	4

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